

Darin Palermo

Software Developer

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Software Developer with 6 years of experience, leading AR mobile game projects and mentoring junior developers. Exceptional leader, critical thinker and problem-solver with a proven track record in enhancing user engagement and achieving project milestones. Passionate about driving innovation and delivering high-quality gaming experiences.

Employment History

Unity Developer

Mar 2024 – Present

Freelance, Phoenix AZ

- Trained researchers at Embodied Games LLC and Arizona State University on the creation and use of AI assistants using the OpenAI Assistants API, as well as the Whisper model to automate audio transcription.
- Completed development on the project Save The Building for Embodied Games LLC, a VR psychology experiment using Unity and the Unity Experiment Framework.
- Utilized professional grade headsets, such as the HP Reverb G2 Omnicept, to track critical data such as cognitive load and heart rate of research subjects.
- Worked with Unlimited Tomorrow on creating robust and immersive tools for VR Handtracking projects in Unity for the Meta Quest 3 HMD.
- Created custom Input Devices with Bluetooth functionality in Unity using the Unity Input System for HIDs and Arduino devices.

Software Engineer

Mar 2022 – Mar 2024

Code Siren, Phoenix AZ

- Developed user interfaces for mobile and desktop version of “Polynom” to enhance user experience and navigation.
- Converted designs into functional pages for mobile and desktop platforms to improve usability and performance.
- Improved backend C++ code for seamless integration with QML frontend to ensure efficient application functionality.

Lead Developer & Co-Founder

Sep 2019 – Sep 2024

Team NT Studios, Tempe AZ

- Led AR mobile game “Escape Room AR” development, achieved key milestones, and secured team approval.
- Designed and prototyped game features in Unity with Vuforia.
- Developed detailed roadmaps for 15-week cycles, and ensured timely project milestones.
- Mentored 9 junior developers, and fostered skill growth and efficient sprint completions.
- Showcased innovative AR experiences at the Arizona Tech Council’s Tech The Halls event.

Test Associate II

May 2021 – Mar 2022

Experis Game Solutions, Tempe AZ

- Tested and validated game software for AAA titles, such as “Halo Infinite”, and identified and reported bugs to ensure high-quality releases.
- Collaborated with AAA development teams, such as 343 Industries, to resolve issues and enhance game performance and user experience.
- Utilized analytical skills to create detailed test plans to improve testing efficiency and accuracy.

- Maintained a rate of 5 or more daily bug documentation to ensure game releases met gold standard and user expectations.

Game Designer

May 2018 – Feb 2019

Broken Window Studios, Austin TX

- Meaningfully contributed to designs and gameplay of early access game “Reflections”.
- Designed maze and FPS levels, and developed functional versions of them using ProBuilder in Unity.
- Polished level designs to ensure cohesive and immersive gameplay.
- Analyzed and documented gameplay mechanics to optimize limited resources.
- Evaluated and deconstructed existing game mechanics to identify fun factors to create engaging and immersive designs.
- Maintained organized source control with Perforce to ensure project stability and version consistency.

Skills & Tools

Industry Tools & Technologies

- | | | |
|-------------------|---------------------|-------------------|
| • Unity | • Unreal Engine | • C# |
| • C++ | • Python | • Git |
| • Vuforia | • Visual Studio | • Microsoft Suite |
| • Adobe Photoshop | • Adobe Illustrator | • Meta Quest |
| • Maya | • Autodesk 3ds Max | • Arduino |

Industry Knowledge & Skills

- | | | |
|-------------------------------------|--------------------------------|---------------------------|
| • Game Design | • Programming | • AR, VR, and XR |
| • Artificial Intelligence | • 3D Software Development | • 2D Software Development |
| • Mobile Software Development | • Desktop Software Development | • UI/UX Design |
| • Level Design | • Systems Design | • Game Analysis |
| • Gameplay Mechanics Implementation | • Documentation | • Gitflow |
| | • Unity Input System | • Unity Input Devices |
| | | • Scrum & Agile |

Personal Skills

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|-------------------|-----------------|---------------------|
| • Team Leadership | • Management | • Communication |
| • Teamwork | • People Skills | • Critical Thinking |
| • Problem Solving | • Mathematics | • Organization |
| • Time Management | | |

Education

B.S., Game Programming

University of Advancing Technology, Tempe AZ

Summa Cum Laude, 4.0 GPA

B.A., Game Design

University of Advancing Technology, Tempe AZ

Summa Cum Laude, 4.0 GPA

B.A., Virtual Reality

University of Advancing Technology, Tempe AZ

Summa Cum Laude, 4.0 GPA